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[Claim(s)]

[Claim 1] It is game equipment including an operation means by which a player inputs operation information, and a means to compound a game picture based on the operation information and the given program from said operation means. Game equipment characterized by including a means to set up the end schedule time of a game, and a scheduling means to perform scheduling based on said set-up end schedule time so that a game may be completed near [said] end schedule time, based on the operation information from said operation means.

[Claim 2] Game equipment with which said scheduling means is characterized by performing re-scheduling on real time in Claim 1 based on a setup of said end schedule time, and a game advance situation.

[Claim 3] Game equipment with which said scheduling means is characterized by changing the time length or number of game units which is the unit of a game clearance in Claim 1 or 2 based on a setup of said end schedule time.

[Claim 4] Game equipment with which said scheduling means is characterized by changing the time length or number of modes other than the play mode in which a player performs a game play using said operation means, based on a setup of said end schedule time in either of the Claims 1-3.

[Claim 5] Game equipment with which said scheduling means is characterized by changing the form of the game field where a player performs a game play, based on a setup of said end schedule time in either of the Claims 1-4.

[Claim 6] Game equipment with which said scheduling means is characterized by changing the difficulty of a game in either of the Claims 1-5 based on a setup of said end schedule time.

[Claim 7] Game equipment with which said scheduling means is characterized by changing the opportunity which can memorize save data in either of the Claims 1-6 based on a setup of said

end schedule time.
[Claim 8] Game equipment characterized by including a means to output the information for telling a player about said end schedule time in either of the Claims 1-7.
[Claim 9] It is the information storage medium used for game equipment including an operation means by which a player inputs operation information, and a means to compound a game picture based on the operation information and the given program from said operation means. The information storage medium characterized by including the information for setting up the end schedule time of a game, and the information for performing scheduling based on said set-up end schedule time so that a game may be completed near [said] end schedule time based on the operation information from said operation means.

[Detailed Description of the Invention]
[0001]
[Field of the Invention] This invention relates to the game equipment and the information storage medium which can set up the end schedule time of a game.
[0002]
Background Art and Problem(s) to be Solved by the Invention] Since game equipment, such as video game equipment, business-use game equipment, communication game equipment, and a personal computer, has the advantage that he forgets time and it can be absorbed in a game play, it has spread as suitable game equipment for enjoying leisure.
[0003] However, when absorbed in a game play too much, there is a problem of the schedule which the player had formed in everyday life not being checked, or being unable to perform for a game play that I wished to perform a player.
[0004] For example, as technology for preventing the younger age group's video game and ******, the background art indicated by JP,7-299248,A, publication of unexamined utility model application Heisei 6-63089, publication of unexamined utility model application Heisei 6-58990, publication of unexamined utility model application Heisei 6-66779, publication of unexamined utility model application Heisei 6-80438, etc. is known. However, these background arts were what carries out disconnecting the power supply of game equipment after the game play of a definite period of time etc., and terminates a game compulsorily. For this reason, according to this background art, it was not based on the will of the player but the game play was completed compulsorily, the degree of enthusiasm to the game of a player was made to decline, and there were problems, like the end of a compulsory game gives unnatural feeling to a player.
[0005] There is a place which it is made in order that this invention may solve the above technical technical problems, and is made into the purpose in offering the game equipment

and the information storage medium which can terminate a game, without giving unnatural feeling to a player in end schedule time for which a player asks.

[0006]

[Means for solving problem] An operation means by which, as for this invention, a player inputs operation information in order to solve the above-mentioned technical problem, A means to be game equipment including a means to compound a game picture based on the operation information and the given program from said operation means, and to set up the end schedule time of a game based on the operation information from said operation means, It is characterized by including a scheduling means to perform scheduling so that a game may be completed near [said] end schedule time, based on said set-up end schedule time.

[0007] According to this invention, end schedule time is set up in a player inputting operation information by an operation means. For example, when a player inputs end schedule time, end schedule time is set up based on this end schedule time and the present time. In addition, end schedule time here is the concept containing the remaining time equivalent to the difference of end schedule time, end schedule time, and the present time, the time limit equivalent to the remaining time in the time of a game start, etc. A scheduling means schedules selection of the program to execute, execution sequence of a program, etc. based on the set-up end schedule time. It becomes possible to terminate a game, without this giving unnatural feeling to a player in end schedule time for which a player asks.

[0008] Moreover, this invention is characterized by a scheduling means performing re-scheduling on real time based on a setup of said end schedule time, and a game advance situation.

[0009] If it does in this way, a game advance situation, for example, the clear situation of Causses of a player, Based on the situation of the achievement level of the clear situation of GAME STAGE, and a player etc., scheduling will be performed on real time and the optimal scheduling which can terminate a game more automatically becomes possible.

[0010] Moreover, this invention is characterized by said scheduling means changing the time length or number of game units which is the unit of a game clearance based on a setup of said end schedule time.

[0011] If it does in this way, the situation which a game ends, for example in the middle of a game unit is prevented, and a game can be terminated, without giving unnatural feeling to a player. In addition, as a game unit in this case, various things, such as GAME STAGE (or extra stage) in Causses in a competition game, the event in a role playing game, the problem in a quiz game, and a sport-combative game, can be considered.

[0012] Moreover, this invention is characterized by said scheduling means changing the time length or number of modes other than the play mode in which a player performs a game play using said operation means, based on a setup of said end schedule time.

[0013] More flexible scheduling will become possible if it does in this way. In addition, as modes other than the play mode in this case, various things, such as INTAMISSHON mode and ending mode, can be considered.
[0014] Moreover, this invention is characterized by said scheduling means changing the form of the game field where a player performs a game play, based on a setup of said end schedule time.
[0015] If it does in this way, it will become possible to carry out scheduling by changing the Causses length of a competition game, for example, so that a game may be completed near end schedule time.
[0016] Moreover, this invention is characterized by said scheduling means changing the difficulty of a game based on a setup of said end schedule time.
[0017] If it does in this way, scheduling can be performed by changing the difficulty of the problem which sets a problem, for example in a quiz game, and the number of problems which must be answered in the time limit etc.
[0018] Moreover, this invention is characterized by said scheduling means changing the opportunity which can memorize save data based on a setup of said end schedule time.
[0019] If it does in this way, a game can be automatically terminated near end schedule time by, for example, giving the opportunity of a data save to a player in the place approaching end schedule time.
[0020] Moreover, this invention is characterized by including a means to output the information for telling a player about said end schedule time.
[0021] For example, a player can be made to recognize the end schedule time of a game at any time by displaying the remaining time which is the difference of end schedule time and the present time, and it becomes possible to increase the convenience of a player.
[0022]
[Mode for carrying out the invention] The embodiment of this invention is hereafter explained using Drawings.
[0023] An example of the functional block diagram of this example is shown in drawing 1 . The operation information which a final controlling element 12 is for a player to operate a lever, a button, etc. and to input operation information, and was acquired by the final controlling element 12 is outputted to the processing part 100 here. Based on this operation information, a given program, etc., the processing part 100 performs various processings of execution of a program, a setup in various modes, arrangement of a display thing, etc., and is constituted by CPU and the memory in hardware. The picture composition part 200 performs processing which compounds a game picture based on the processing result in the processing part 100, and is constituted in hardware by IC or CPU, and the memory for example, only for picture composition. The picture generated in the picture composition part 200 is outputted to the

display part 10, and is displayed in the display part 10.

[0024] The processing part 100 contains the end schedule time setting part 110 and the scheduling part 112. And the end schedule time setting part 110 performs processing which sets up the end schedule time of a game based on the operation information inputted by the player using the final controlling element 12. Moreover, the scheduling part 112 performs processing which performs scheduling so that a game may be completed near end schedule time based on the set-up end schedule time. The function of these end schedule time setting parts 110 and the scheduling part 112 is realized, for example because CPU executes a given program using given data.

[0025] Next, an example of operation of this example is explained using the flow chart of drawing 2 .

[0026] A player inputs end schedule time using a final controlling element 12 first (Step S1). For example, it will be the present time in 5:00, and when there will be other schedules in 6:00, a player inputs 6:00 as end schedule time. Then, the end schedule time setting part 110 remains based on end schedule time and the present time, and computes time (Step S2). The remaining time in the time of this game start can also be called time limit.

[0027] Next, the scheduling part 112 performs optimal scheduling based on this remaining time, and advances a game based on this scheduling (Step S3, S4). Next, based on the present time at that time, the remaining time is re-computed in the place where the game advanced to some extent (Step S5). And check processing of the remaining time is performed (Step S6), when the remaining time is zero, processing which ends a game is performed, and in being larger than zero, it returns to Step S3. If it returns to Step S3, re-scheduling will be performed based on the remaining time and the game advance situation which were re-computed. Thus, by performing re-scheduling on real time, scheduling which can stop the unnatural feeling given to a player to the minimum becomes it is the more nearly optimal and possible. However, it is also possible not to perform scheduling on real time but to perform it only at the time of the start of a game.

[0028] In addition, when the remaining time is zero correctly, it is not necessary to perform processing which terminates a game, a certain amount of error is given, and when the remaining time becomes near zero, you may perform processing which terminates a game.

[0029] Moreover, the end schedule time in this invention is the concept containing both end schedule time the remaining time and the time limit. For example, in Step S1 of drawing 2 , you may be made to carry out the direct entry of the time limit instead of inputting end schedule time. For example, it will be the present time in 5:00, and you may make it a player input 1 hour as the time limit, when there will be other schedules in 6:00 instead of inputting end schedule time. However, a player inputs end schedule time and the direction which performs processing which computes the remaining time and the time limit automatically has the

desirable processing part 100 in the viewpoint of the convenience of a player.
[0030] Next, the example at the time of applying this example to a racing game is explained. An example of the game picture generated by drawing 3 (A), (B), and (C) by this example is shown. In drawing 3 (A), a player operates a final controlling element 12, operates a racing car 20, and is run a racing car on Causses 22 in game space.
[0031] At this time, the display 30 which tells the present time and the remaining time is projected on the screen by this example. Thus, the convenience of a player can be raised by displaying, the information, for example, remaining time etc., for telling a player about end schedule time etc. That is, if there is no display 30 when there will be a schedule of others [player] at 5:30, the situation where it is worrisome that a player is a schedule and it cannot concentrate on a game will arise. on the other hand, if there is display 30, it can concentrate on a game, checking the remaining time, and thereby, the player can boil the degree of devotion to the game of a player markedly, and can raise it.
[0032] Moreover, in this example, the display 32 which tells the present number of laps is also projected on the screen. In the case of drawing 3 (A), the number of laps is 2, this already carries out Causses 1 round, and it means going into the 2nd round now.
[0033] In this example, the scheduling part 112 is changing the number of laps of Causses based on the end schedule time set up in the end schedule time setting part 110. For example, in drawing 3 (B), since there are only remaining 3 minutes (one lap is about 2 minutes), the display 34 which shows that it is a gun lap projects on a screen in the place where the number of laps became 3. On the other hand by drawing 3 (C), the display 34 which shows that it is a gun lap in the place where the number of laps became 5 projects on a screen. Thus, in this example, scheduling which a game ends near end schedule time is realized by changing the time length of the game unit which is changing the number of laps, i.e., the unit of a game clearance.
[0034] For example, the case where the time limit is set up in 15 minutes is considered (when the difference of the time at the time of a game start and the end schedule time of a game is 15 minutes). In this case, as shown in drawing 4 , scheduling is performed so that a player may run Causses A and B where the number of laps is being fixed to 3 first. Since one lap (1 round) is set up in about an average of 2 minutes, the time for about 12 minutes is taken to clear Causses A and B. And since the remaining time in the time of clearing Causses A and B is about 3 minutes, it sets the number of laps of Causses C as 1 in this case. Moreover, when the remaining time in the time of clearing Causses A and B is 4 minutes or more, the number of laps of Causses C is set as 2. And a run of a player is not performed about Causses D, E, and F. namely, -- this example -- everybody but the time length of a game unit -- or the number of game units is also changed with this.
[0035] When the time limit is 30 minutes, while enabling a run [Causses C, D, and E], for

example, the number of laps of these Causses is set about to three. A setup of this number of laps is changed to real time in consideration of the remaining time. Thus, it becomes possible to terminate a game in about 30 minutes which is the time limit, without giving unnatural feeling to a player by performing scheduling.

[0036] When the time limit is 45 minutes, while enabling the run of all of Causses C, D, and E and F, for example, the number of laps of these Causses is set about to four. Thus, a game can be terminated in about 45 minutes which is the time limit, without giving unnatural feeling to a player by performing scheduling.

[0037] Moreover, at this example, scheduling is performed by changing the time length or number of modes other than the play mode in which a player performs a game play using a final controlling element 12. For example, in drawing 5 , the time length in the time length in the INTAMISSHON mode inserted between each play mode (run of each Causses), a number, or the ending mode performed at the last of a game etc. is changed. In INTAMISSHON mode, display the ranking in the play mode before that, and lap time, indicate signs that the racing car which a player operates runs by reproduction, the scene of commendation and aid is displayed, or an introduction indication of Causses in the following play mode is given. Moreover, in ending mode, display synthetic ranking and best lap time, indicate signs that the racing car which a player operates runs by reproduction, the scene of commendation is displayed, or the special ending picture according to the racing car which each player chose is displayed. And the time length in such INTAMISSHON modes and ending mode adjusts a part of above-mentioned various displays by omitting or adding, for example. Thus, it becomes possible to terminate a game proper in the time limit by performing scheduling.

[0038] Moreover, at this example, the player is performing scheduling by changing the form of the game field of performing a game play. Based on a setup of end schedule time, the length of Causses etc. is specifically changed. For example, at drawing 6 , Causses as shown in drawing 7 is automatically generated by setting up plane position data P1-P2N in each sample point on Causses, height data h1-h2N, the angle-of-bank data alpha 1 - alpha2N. That is, it asks for the plane position data on the line which connects a sample point with interpolating the plane position data P1 in a sample point - P2N using Fourier series etc. It asks for the height data on the line which similarly connects a sample point with interpolating height data h1-h2N in a sample point, the angle-of-bank data alpha 1 - alpha2N using Fourier series etc., and angle-of-bank data. And Causses as shown in drawing 7 is created by using these interpolated plane position data, height data, and angle-of-bank data. By using such an automatic generation technique of Causses, Causses of arbitrary length is generable. And it becomes possible to terminate a game near end schedule time, without giving unnatural feeling to a player, if the length of Causses etc. is changed based on end schedule time.

[0039] in addition, the thing for which Causses of various difficulty is prepared as Causses

which can run a player -- or it is also possible by creating Causses of various difficulty by automatic generation etc. to change difficulty and to perform scheduling.

[0040] Next, the example at the time of applying this example to a role playing game is explained. An example of the game picture generated in this case by drawing 8 (A), (B), and drawing 9 by this example is shown.

[0041] In drawing 8 (A), the game character 40 which a player operates is moving in the map top in game space. Processing to which the game character 40 is moved on a map is performed in the processing part 100. As shown in display 39, at this time, the remaining time is a part nearly for small 2, and is drawing near in 9:00 which is end schedule time. In such a case, in this example, the game character 42 for a data save appears on a map. And to a player, as shown in display 44, since the game character 42 is close to end schedule time, it asks whether save data or not. And if a player chooses the save of data, looking at display 46, the state of the game character 40 in the time, the position on a map, the advance situation of a game, etc. will be memorized by the given memory means of game equipment.

[0042] A computer operates the game character 42 for a data save here, and the scheduling part 112 of the processing part 100 specifically operates it based on a given program. It judges whether the scheduling part 112 makes the game character 42 for a data save appear on a screen based on end schedule time and the present time, and in making it appear, it instructs the game character 42 and displays 44 and 46 to project on a screen in the picture composition part 200.

[0043] Thus, when according to this example data can be saved near end schedule time and then it performs a game, a game can be again resumed from the time of saving data. Therefore, when a player saves data, it feels easy, can end a game, and it becomes possible [ending a game near end schedule time], without giving unnatural feeling to a player.

[0044] Moreover, in drawing 8 (B), the game character 40 which a player operates stands in front of the labyrinthine entrance 48. And the game character 50 which a computer operates stands beside the labyrinthine entrance 48, and advice as shown in display 52 is performed to a player. That is, as shown in display 39, the remaining time in this time is 5 minutes, and much time is taken to clear the maze following an entrance 48 rather than 5 minutes. Therefore, if it goes into this maze as shown in display 52 in this case, advice of passing over end schedule time will be performed to a player. And it becomes possible to end a game near end schedule time, without giving unnatural feeling to a player by ending a game, while a player looks at display 54.

[0045] In addition, the data about the average clear time of each maze is memorized by the memory means of game equipment with the form of for example, table data. The scheduling part 112 of the processing part 100 which operates by a given program judges whether the game character 50 and displays 52 and 54 are made to appear on a screen based on this

table data, end schedule time, and the present time. When it judges that it makes it appear, it is directed in the picture composition part 200 that the game character 50 and displays 52 and 54 project on a screen.

[0046] In drawing 9 , if the game character 40 which a player operates tends to come out of a town, the game character 56 which a computer operates will appear and advice as shown in display 58 will be performed to a player. That is, as shown in display 60, the virtual time in game space is already 12:00, and since it is midnight, it performs advice of not coming out of a town, to a player. A setup of the virtual time in this case is performed based on the end schedule time set up by the end schedule time setting part 110. That is, when end schedule time is long, virtual time progresses slowly, and when short, it progresses quickly. Thus, also by controlling the virtual time in game space based on end schedule time, the optimal scheduling of the end of a game becomes possible.

[0047] Next, the example at the time of applying this example to a quiz game is explained. An example of the game picture generated in this case by drawing 10 (A), (B), and (C) by this example is shown. The picture which directs the input of the difficulty level for which end schedule time inputs and asks as first shown in drawing 10 (A) projects on a screen. At this time, you may carry out the direct entry of the time limit instead of end schedule time. Then, based on the end schedule time and the difficulty level which were inputted, the scheduling part 112 determines the number of setting a problem in question, and as shown in drawing 10 (B), it directs to answer a problem within the set-up time limit to a player. If this difficulty level inputted at the time [a level] is high, the number of setting a problem within the time limit will be increased, and if low, it will lessen. In this case, the data showing the relation of the time limit and the difficulty level, and the number of setting a problem which were set up is memorized by the given memory means of game equipment with the form of for example, table data. The scheduling part 112 determines the number of setting a problem using this table data. If the number of setting a problem is decided, a picture as shown in drawing 10 (C) will be displayed, and the problem only for several of the a problem setting-minutes will be set to a player.

[0048] Moreover, when applying this example to a quiz game, as shown in drawing 11 (A), the number of setting a problem in question may be made variable like the case of a racing game, and scheduling may be performed. In this case, the problem group which consists of one problem or two or more problems serves as a game unit. Moreover, in drawing 11 (B), in the first half, a mode may usually be set, aggressiveness mode may already be set in the second half, and, thereby, timing, i.e., scheduling, may be performed. Furthermore, it is also possible to perform scheduling by changing the difficulty of the game which sets a problem. In addition, change of the number of problems which must be answered in the time limit is also included in change of difficulty here.

[0049] Next, the example at the time of applying this example to a sport-combative game is explained. An example of the game picture generated in this case by drawing 12 (A), (B), and (C) by this example is shown. As shown in drawing 12 (A), in this sport-combative game, a player operates a final controlling element 12, moves the game character 70, and plays a match against the enemy game character 72 which a computer operates. In this sport-combative game, if an enemy is beaten, a new enemy will appear and a match will be played against this new enemy after that. And an enemy is beaten one by one in this way, and, finally a match is played against a boss's enemy game character.

[0050] Under the present circumstances, at this example, based on the set-up end schedule time, the number of the enemy game characters opposed to a player is changed, or scheduling is performed by changing the number of rounds and the time limit in each set game. Moreover, you may perform scheduling by changing the time length or number of INTAMISSHON mode and ending modes which is modes other than play mode like drawing 5 .

[0051] Moreover, in this example, if all the enemies are beaten, for example, a display as shown in drawing 12 (B) will be performed, and as shown in drawing 13 , an extra stage is added to usual GAME STAGE. It can think of GAME STAGE for raising the level of skill of GAME STAGE which makes the enemy game character 74 more powerful than the usual boss appear as such an extra stage as shown, for example in drawing 12 (C), or the game character which a player operates etc.

[0052] Next, an example of the composition of the hardware which can realize this example is explained using drawing 14 . With the equipment shown in this figure, CPU1000, ROM1002, RAM1004, information storage medium 1006, and sound composition IC1008, picture composition IC1010, and I/O ports 1012 and 1014 are mutually connected by the system bath 1016 possible [data ******]. And a display 1018 is connected to said picture composition IC1010, a speaker 1020 is connected to sound composition IC1008, control equipment 1022 is connected to I/O port 1012, and the communication apparatus 1024 is connected to I/O port 1014.

[0053] Picture information for the information storage medium 1006 to express the Game-pro gram and a display thing etc. is mainly stored, and CD-ROM, a game cassette, an IC card, MO and FD, a memory, etc. are used. For example, with home video game equipment, CD-ROM and a game cassette are used as an information storage medium which stores the Game-pro gram etc. Moreover, with business-use game equipment, memories, such as ROM, are used and the information storage medium 1006 is set to ROM1002 in this case.

[0054] Control equipment 1022 is equipment for inputting into the main part of equipment the result of the judgment which is equivalent to a game controller, a navigational panel, etc., and a player performs according to game advance.

[0055] According to the Game-pro gram stored in the information storage medium 1006, the

system programs (initialization information on the main part of equipment etc.) stored in ROM1002, the signal inputted by control equipment 1022, etc., CPU1000 perform control of the whole equipment and various data processing. RAM1004 are a memory means by which it is used as workspace of these CPU1000 etc., and the information storage medium 1006, the given contents of ROM1002, or the operation result of CPU1000 is stored. Moreover, the data structure with logical composition, such as table data required for scheduling, the Causses data, the GAME STAGE data, and a problem setting-data, will be built on this RAM or an information storage medium.

[0056] Furthermore, sound composition IC1008 and picture composition IC1010 are prepared in this kind of equipment, and the suitable output of game sound or a game screen can be performed now to it. Sound composition IC1008 are an integrated circuit which compounds game sound, such as a sound effect and background music, based on the information memorized by information storage medium 1006 and ROM1002, and the compounded game sound is outputted with a speaker 1020. Moreover, picture composition IC1010 are an integrated circuit which compounds the pixel information for outputting to a display 1018 based on the picture information sent from RAM1004, ROM1002, and information storage medium 1006 grade. In addition, as a display 1018, what is called what is called a head mount display (HMD) can also be used.

[0057] Moreover, the communication apparatus 1024 exchanges with the exterior various kinds of information used inside game equipment, and is connected with other game equipment, and the given information according to the Game-pro gram is sent and received, or it is used for sending and receiving information, including the Game-pro gram etc., through a communication line etc.

[0058] And various processings in which it explained by drawing 1 , drawing 3 - drawing 13 are realized by the information storage medium 1006 which stored the Game-pro gram which performs processing shown in the flowchart of drawing 2 , and CPU1000 and the picture composition IC1010 grade which operate according to this Game-pro gram. In addition, CPU1000 or general-purpose DSP may perform by software processing performed in picture composition IC1010 and sound composition IC1008 grade.

[0059] The example at the time of applying this example to business-use game equipment at drawing 15 (A) is shown. Looking at the game screen projected on the display 1100, a player operates a lever 1102 and a button 1104 and enjoys a game. CPU, the picture composition IC, sound composition IC, etc. are mounted in the IC board 1106 built in equipment. And the information for setting up the end schedule time of a game based on the operation information from an operation means, The information for performing scheduling so that a game may be completed near end schedule time based on the set-up end schedule time, The information for performing re-scheduling on real time based on a setup of end schedule time, and a game

advance situation, The information for changing the time length or number of modes other than the information for changing the time length or number of game units based on a setup of end schedule time and play mode etc. is stored in the memory 1108 which is an information storage medium on the IC board 1106. These information is hereafter called storing information. These storing information contains at least one, such as the program code for performing the above-mentioned various processings, picture information, sound information, form information on a display thing, table data, list data, and player information.

[0060] The example at the time of applying this example to game equipment for home use at drawing 15 (B) is shown. Looking at the game screen projected on the display 1200, a player operates the game controllers 1202 and 1204 and enjoys a game. In this case, the above-mentioned storing information is stored in CD-ROM1206 which are the information storage medium which can be freely detached and attached to the main frame, IC card 1208, and 1209 grades.

[0061] The example at the time of applying this example is shown in the game equipment containing the terminal 1304-1 connected with the host device 1300 and this host device 1300 through the communication line 1302 at drawing 15 (C) - 1304-n. In this case, the above-mentioned storing information is stored in the information storage media 1306 which can control the host device 1300, for example, such as a magnetic disk drive, a magnetic tape handler, and a memory. When a terminal 1304-1 - 1304-n are what has CPU, the picture composition IC, and the sound composition IC, and can compound a game picture and game sound by a stand-alone From the host device 1300, the Game-pro gram for compounding a game picture and game sound etc. is delivered by a terminal 1304-1 - 1304-n. On the other hand, when uncompoundable by a stand-alone, a game picture and game sound are compounded, and the host device 1300 will transmit this to a terminal 1304-1 - 1304-n, and will output in a terminal.

[0062] In addition, what [not only] was explained in the above-mentioned work example but various modification implementation is possible for this invention.

[0063] For example, although this example explained the various techniques of changing the time length of a game unit, and a number as a technique for performing scheduling, this invention is not restricted to this and can adopt these and equal various techniques.

[0064] Moreover, the technique of outputting the information for telling a player about end schedule time is not restricted to what was explained by this example, and various techniques, such as telling end schedule time by various pictures, can be used for it. For example, you may tell a player about end schedule time by remaining, making the length of a candle correspond to time, and changing the length of a candle with the fire of a candle with progress of time.

[0065] Moreover, although this example explained the case where this invention was applied to

a racing game, a role playing game, a quiz game, and a sport-combative game to the example This invention is applicable to various games, such as competition games not only this but other than a vehicle race (skiing, a snowboard, a jet ski, spacecraft), sports games, a mah-jongg game, a puzzle game, a versus fighting game by the robot or a tank, a shooting game, and a simulation game.

[0066] Moreover, this invention is applicable to various things, such as not only for home use and business-use game equipment but a simulator, large-sized attraction equipment with which many players participate, a personal computer, etc.

[0067]

[Brief Description of the Drawings]

[Drawing 1] It is an example of the functional block diagram of this example.

[Drawing 2] It is a flow chart for explaining an example of operation of this example.

[Drawing 3] Drawing 3 (A), (B), and (C) are examples of the game picture generated when this example is applied to a racing game.

[Drawing 4] It is a figure for explaining the example which performs scheduling by changing change of the number of laps, and the number of Causses.

[Drawing 5] It is a figure for explaining the example which performs scheduling by changing the time length in modes other than play mode, and a number.

[Drawing 6] It is a figure for explaining automatic generation of Causses.

[Drawing 7] It is the figure showing an example of Causses generated automatically.

[Drawing 8] Drawing 8 (A) and (B) are examples of the game picture generated when this example is applied to a role playing game.

[Drawing 9] It is an example of the game picture generated when this example is applied to a role playing game.

[Drawing 10] Drawing 10 (A), (B), and (C) are examples of the game picture generated when this example is applied to a quiz game.

[Drawing 11] Drawing 11 (A) and (B) are the figures for explaining the example which performs scheduling by changing the number of problems etc.

[Drawing 12] Drawing 12 (A), (B), and (C) are examples of the game picture generated when this example is applied to a sport-combative game.

[Drawing 13] It is a figure for explaining the example which performs scheduling by adding an extra stage.

[Drawing 14] It is the figure showing an example of the composition of the hardware which realizes this example.

[Drawing 15] Drawing 15 (A), (B), and (C) are the figures showing the equipment of various forms with which this example is applied.

[Explanations of letters or numerals]

10 Display Part

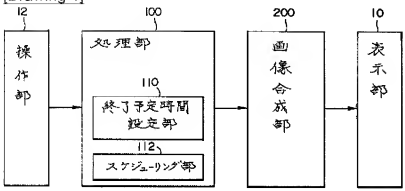
12 Final Controlling Element

100 Processing Part

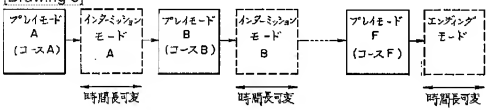
110 End Schedule Time Setting Part

112 Scheduling Part

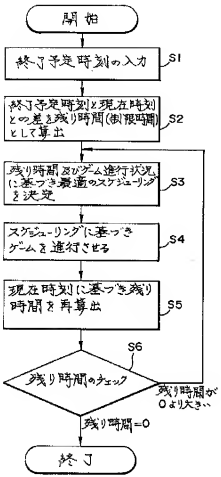
[Drawing 1]



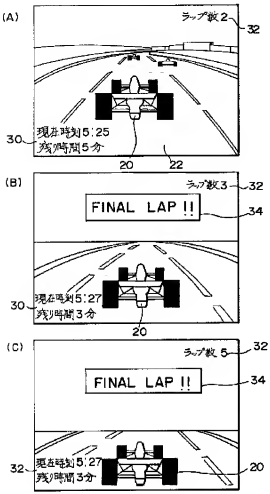
[Drawing 5]



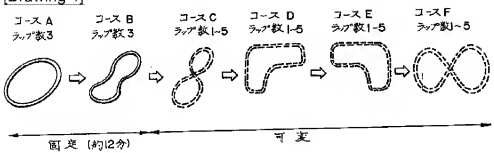
[Drawing 2]


開始
終了予定時刻の入力
S1
終了予定時刻と現在時刻との差を残り時間(制限時間)として算出
S2
残り時間及びゲーム進行状況に基づき最適のスケジューリングを決定
S3
スケジューリングに基づきゲームを進行させる
S4
現在時刻に基づき残り時間を再算出
S5
S6
残り時間のチェック
残り時間が0より大きい
残り時間=0
終了

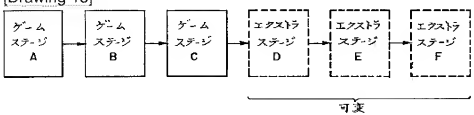
[Drawing 3]



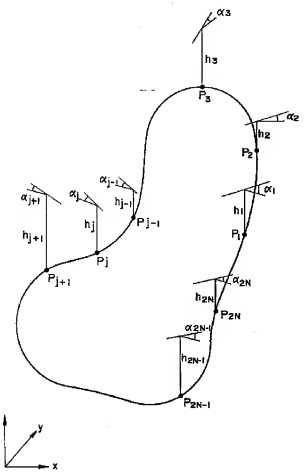
[Drawing 4]



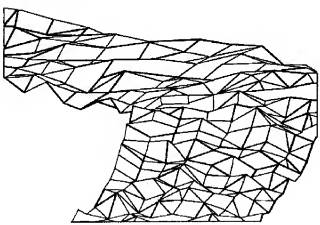
[Drawing 13]



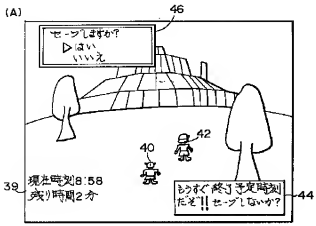
[Drawing 6]

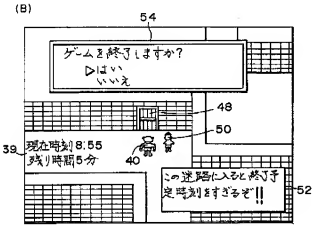


[Drawing 7]

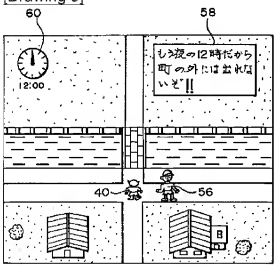


[Drawing 8]



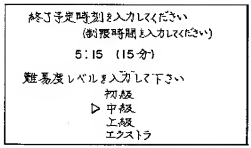


[Drawing 9]

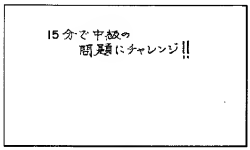


[Drawing 10]

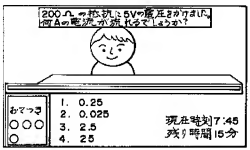
(A)



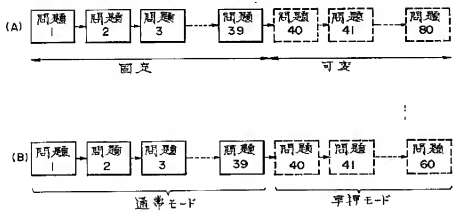
(B)



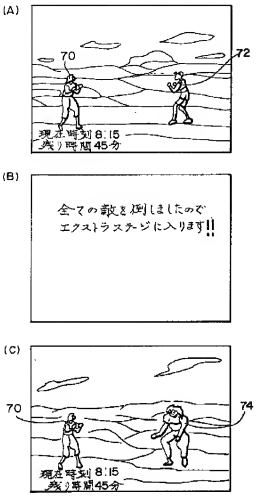
(C)



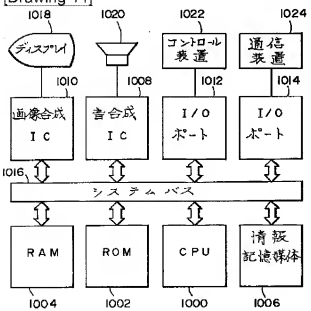
[Drawing 11]



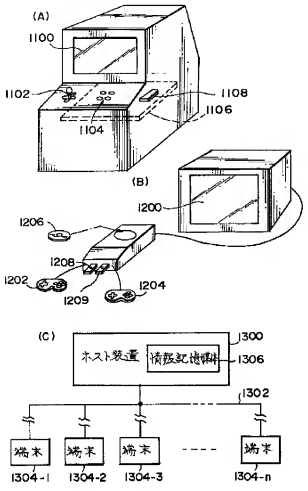
[Drawing 12]



[Drawing 14]



[Drawing 15]



[Translation done.]